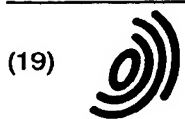


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(54) Scene change detector for digital video

(57) In a method for detecting a scene change between a prior video picture and a current video picture of a sequence of pictures, an average luminance value is determined for a block pair of the prior and current video pictures. Preferably, the blocks of the block pair are located, respectively, in the same relative position in the prior and current pictures. An incremental visual sensation value is determined using a difference between the average luminance values. If the incremental visual sensation value exceeds a block contrast threshold level, a scene change is indicated. In particular, if the minimum of the average luminance values of

the current and prior picture blocks exceeds a dark scene threshold, the incremental visual sensation value is determined using the ratio of (a) the absolute value of the difference between the average luminance values, and (b) the minimum of the average luminance values of the current and prior picture blocks. Otherwise, the incremental visual sensation value is determined using the ratio of (a) the absolute value of the difference, and (b) the dark scene threshold. The method may be optimized by adjusting the block size based on the relative amount of motion and the current picture type.

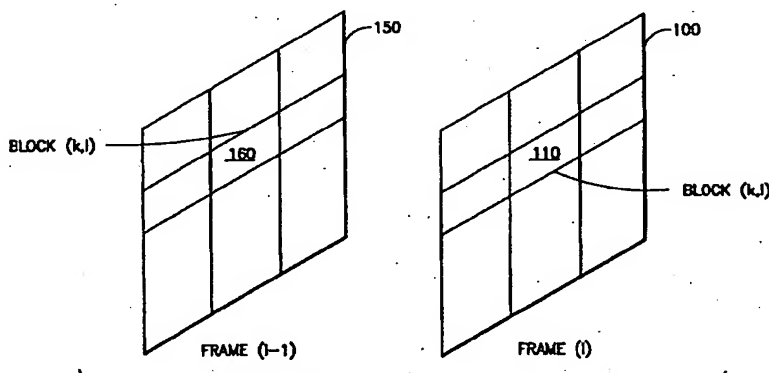


FIG.1

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(milliLumens). The value of the constant  $\hat{C}$  has been found to be 0.02, which means that, on a scale of 0 to 1, at least fifty different luminance levels are required for the contrast between levels to be perceptible by a human.

Denoting  $b_0 = b$ , one can write  $b_s = b + \delta b$ , where  $\delta b$  is the smallest perceptible luminance change. Then,

$$\frac{\delta b}{b} \approx d(\log_e b) = \delta C \text{ (constant)}$$

which indicates that

$$\frac{|b_s - b_0|}{b_0}$$

is proportional to the incremental visual sensation of brightness.

FIGURE 1 illustrates a comparison between blocks of two consecutive video frames in accordance with the present invention. A current frame, Frame (i), shown at 100, includes a block 110. A previous frame, Frame (i-1), shown at 150, includes a block 160 which is located in the same relative position in the frame 150 as block 110 is located in frame 100.

For instance, with an NTSC format, the frames 100 and 150 may each comprise thirty slices, with each slice having forty-four macroblocks. Thus, an entire NTSC frame comprises 1,320 macroblocks. Moreover, a macroblock typically comprises a 16 x 16 block of pixels which, in the MPEG-2 standard, for example, is comprised of four 8 x 8 pixel blocks. Thus, an NTSC frame may comprise 44 x 16 = 704 pixels in width, and 30 x 16 = 480 pixels in height, for a total of 337,920 pixels. Furthermore, the present invention is compatible with the PAL format, which includes 1,584 macroblocks in 36 slices, with 44 macroblocks per slice, and 16 x 16 pixels per macroblock.

Blocks 110 and 160 are designated by the coordinate set (k,l), where k is the horizontal index of the block, and l is the vertical index. Furthermore, each of the blocks 110 and 160 may have a size, for example, of 16 pixels in height by 32 pixels in width. In this case, k will range from 1 to 704/32=22, and l will range from 1 to 480/16=30. The following terms are defined:

h	height of frame (pixels)
w	width of frame (pixels)
m	height of block (pixels)
n	width of block (pixels)
i	frame index
k	horizontal block index (k=1, ..., h/m)
l	vertical block index (l=1, ..., w/n)
$X_{i,k,l}$	pixel intensity of ith frame, kth horizontal block, lth vertical block

Thus, we have two consecutive frames and/or two top (or bottom) fields which are defined by a set of pixels. In particular, the (i)th frame, frame 100, is defined by a set of pixels  $X_{i,k,l}$ , and the (i-1)th frame, frame 150, is defined by a set of pixels  $X_{i-1,k,l}$ . In order to effectively distinguish a scene change, each frame is partitioned into a set of k x l disjoint blocks, with each block having m x n pixels.

Note that the size of the block can be programmed to adaptively change based on the current motion information. In particular, the faster the motion is, the larger the block size m x n should be. One way to adjust the block size for each frame based on the amount of motion is by performing pre-processing as follows. First, an index  $v[x][y]$  is computed for each 16 x 16 macroblock, where  $x=1,2,..., [w/16]$ , and  $y=1,2,..., [h/16]$ . If the full pixel forward motion vector,  $\text{vector}[x][y][z]$ , satisfies the following inequality:

$$|\text{vector}[x][y][0]| + |\text{vector}[x][y][1]| > T_3,$$

then a fast motion between the two blocks is indicated.  $\text{Vector}[x][y][0]$  and  $\text{vector}[x][y][1]$  are the horizontal and vertical motion vectors, respectively, of a current frame block (e.g., block (x,y)) relative to a prior frame block. Thus, if the inequality is met, set the index  $v[x][y]=1$ ; otherwise, set  $v[x][y]=0$ .

Note that the motion vectors  $\text{vector}[x][y][z]$  are obtained from the closest available picture with the same picture type. For example, if the current picture type is a P-picture, then motion vectors  $\text{vector}[x][y][z]$  are motion vectors of the previous predicted P-picture. This is true since the scene change detection for each picture occurs before the motion estimation of the picture.

The threshold  $T_3$  is selected based on the different picture types which are present in the sequence of video frames. For example, if there are no B-pictures in the bitstream, e.g., with the sequence I, P, P, ..., then  $T_3=16$  is an appropriate choice. If there is one B-picture present, e.g., with the sequence P, B, P, B, ..., then  $T_3=16$  is an appropriate choice if the current picture is a B-picture, and  $T_3=32$  is an appropriate choice if the current picture is a P-picture, and so forth.

Next, the block size is adjusted accordingly. An initial (default) block size of  $16 \times 16$  may be used. Then, the block size may be adjusted based on  $v[x][y]$ . For example, if  $v[x][y]=1$ , then the block size may be increased, e.g., to  $16 \times 32$  or  $32 \times 32$ . Similarly, if  $v[x][y]=0$ , then the block size may be decreased, e.g., to  $8 \times 16$ . However, note that the block size should not be increased such that the block crosses over the right and/or bottom boundary of a macroblock. Generally, the block size should be larger when the motion is faster. Moreover, the largest allowed block size may be limited in some applications to  $32 \times 48$  pixels.

Next, the average luminance of each block in a frame (or top field) is determined. For the (i)th frame, block (k,l), the average luminance is:

$$B_{i,k,l} = \frac{1}{mn} \sum_{c1=0}^{m-1} \sum_{c2=0}^{n-1} X_{i,kh+c1,lw+c2},$$

for  $k=1, \dots, h/m$ , and  $l=1, \dots, w/n$ .  $c1$  and  $c2$  are dummy counting indexes. Next, the block-luminance-increment  $\delta B_{i,k,l}$  between the (i)th and (i-1) frames (or top fields) is determined by:

$$\delta B_{i,k,l} = B_{i,k,l} - B_{i-1,k,l}.$$

Furthermore, the relative block-incremental-contrast  $\delta C_{i,k,l}$  for the (i)th frame, block (k,l), can be defined by:

$$\delta C_{i,k,l} = \begin{cases} \frac{|\delta B_{i,k,l}|}{\min\{B_{i,k,l}, B_{i-1,k,l}\}}, & \text{for } \min\{B_{i,k,l}, B_{i-1,k,l}\} > T_0; \\ \frac{|\delta B_{i,k,l}|}{T_0}, & \text{for } \min\{B_{i,k,l}, B_{i-1,k,l}\} \leq T_0. \end{cases}$$

$T_0$  is a threshold which indicates that a scene is considered to be a dark scene. Generally,  $T_0=25.5$  may be used, which is 10% of the maximum gray scale level 255.

For a scene change, a significant threshold  $T_1$  of the relative change of block luminance contrast is set as:  $T_1=15 \sim 25\%$ . Now, consider an index array,  $\text{index}[k][l]$ , for  $k=1, \dots, h/m$ ,  $l=1, \dots, w/n$ , defined by:

$$\text{index}[k][l] = \begin{cases} 1, & \text{if } \delta C_{i,k,l} > T_1. \\ 0, & \text{Otherwise.} \end{cases}$$

Then, if approximately 80-90% of the blocks in a frame have a relative block-incremental-contrast which is greater than the significant threshold, i.e.,

$$\frac{\sum_{k=1}^{\lfloor h/m \rfloor} \sum_{l=1}^{\lfloor w/n \rfloor} \text{index}[k][l]}{\lfloor h/m \rfloor \cdot \lfloor w/n \rfloor} > T_2, \quad \text{where } T_2 = 80\% \sim 90\%,$$

then, in accordance with the present invention, a scene change is indicated. The range of 80-90% was determined based on extensive testing, but the actual optimal figure may vary with the particular scene. Note that the mathematical expression  $\lfloor x \rfloor$  denotes rounding of the non-integer  $x$  to the next lowest integer.

FIGURE 2 is a block diagram of a scene change detector in accordance with the present invention. The detector, shown generally at 200, includes input terminals 205 and 210. At input terminal 205, pixel data from the current frame,  $X_{i,k,l}$ , is received and provided to a block average function 215 to produce the average luminance value for each block in the  $i$ th frame,  $B_{i,k,l}$ . Similarly, at input terminal 210, pixel data from the previous frame,  $X_{i-1,k,l}$ , is received and provided to a block average function 220 to produce the average luminance value for each block in the  $(i-1)$ th frame,  $B_{i-1,k,l}$ .

Minimizer unit (MIN) 225 determines  $\min\{B_{i,k,l}, B_{i-1,k,l}\}$  and outputs this term to a divisor-function 230. Meanwhile, subtractor 235 determines  $\delta B_{i,k,l} = B_{i,k,l} - B_{i-1,k,l}$ . Absolute value function 240 determines  $|\delta B_{i,k,l}|$ , and provides this term to the divisor 230. The divisor 230 determines the relative block-incremental-contrast  $\delta C_{i,k,l}$  for the  $(i)$ th frame, block  $(k,l)$ , depending on whether  $\min\{B_{i,k,l}, B_{i-1,k,l}\} > T_0$ .  $\delta C_{i,k,l}$  is then provided to a threshold function 235 which determines whether block  $(k,l)$  is indicative of a scene change (e.g., whether  $\delta C_{i,k,l} > T_1$ ). If so, an index  $[k][l]$  may be set accordingly. Accumulator 240 accumulates the scene change result for each block, and sums the result over the entire frame or a portion thereof. Finally, threshold function 250 receives the summed result from accumulator 240, and uses the threshold  $T_2$  to determine whether a scene change for the overall frame is indicated.

The scene change detection system of the present invention was tested extensively using different video sequences. In particular, the "Football", "Mobile Calendar", "Flower Garden", and "Table Tennis" video sequences described in Test Model Editing Committee, "Test Model 5", ISO/IEC JTC1/SC29/WG11 MPEG93/457, April 1993, were analyzed, along with the "Destruct", "Street Organ", "Silent", and "Fun Fair" video sequences, described in the Ad hoc group on MPEG-4 video VM editing, "MPEG-4 Video Verification Model Version 3.0", ISO/IEC JTC1/SC29/WG11 N1277, Tampere, Finland, July 1996.

Sample test results of the scene detection system of the present invention are shown in Table 1, below. The thresholds were selected as  $T_1=0.3$  and  $T_2=0.85$ , and the block size was  $m=16$ ,  $n=32$ . The particular video sequence is identified in the first column. The sequence of frames involved is indicated in the second column. For example, [0:50] indicates that frames 0 through 50 were analyzed for a scene change. The third column indicates whether a scene change was detected, and if so, in which frames. For example, a scene change in a third frame means that a scene change between the second and third frames was detected. The fourth column, if applicable, provides additional information on the nature of the video sequence.

Table 1

Sequences	Frames	Scene Change	Comments
Football	[0:50]	No	Fast motion
Mobile Calendar	[0:44]	No	
Street Organ	[0:50]	No	
Silent	[0:50]	No	No motion to motion
Flower Garden	[0:30]	No	Camera panning
Fun Fair	[0:50]	No	Fast motion
Table Tennis	[90:100]	97th	
Destruct	[0:40]	25th, 26th	A bright light
Combination of any two sequences		Yes	scene change detected every time

Moreover, for frames in the above video sequences in which a scene change was detected, coding efficiency was examined using the MPEG-2 WG-11 programs. Coding efficiency is measured by determining the number of bits generated by the coding method to achieve a given image quality. Specifically, for a constant quality level, fewer coding bits are indicative of higher coding efficiency. It was determined that, if a frame with a scene change detected in accordance with the present invention is coded as a P-picture type, then more than 46% of the macroblocks are coded as I-pictures. Thus, the scene detection system of the present invention was found to operate as expected since it successfully located frames which are difficult to efficiently code using predictive coding. Advantageously, such frames can be coded as I-pictures since the rate control engine of the encoder allocates more bits for I-pictures, thereby also improving image quality.

Generally, in a typical encoder, such as an MPEG-2 encoder using the Test Model 5 standard, there is a process for selecting a macroblock coding type for each macroblock of a P-picture or B-picture. Such a process will determine whether the macroblock should be coded as an intra-coded block (I-coded) or non-intra-coded block (P- or B-coded) based on which coding type provides better quality or uses fewer data bits. For a P-picture or B-picture, if the prediction

is efficient, only a small proportion of macroblocks in a picture will be I-coded (e.g., less than five per cent). This is desirable as I-coded blocks consume a relatively large number of data bits since there is no temporal compression.

If the proportion of I-coded macroblocks in a picture is greater than, e.g., thirty or forty per cent, then the picture quality will be poor. In this case, prediction coding is inefficient for the picture, as would be expected at a scene change. Thus, when a scene change occurs, it is generally desirable that the first frame of the new scene should not be coded as a P-picture.

Although the invention has been described in connection with various specific embodiments, those skilled in the art will appreciate that numerous adaptations and modifications may be made thereto without departing from the spirit and scope of the invention as set forth in the claims. For example, the various threshold levels set forth herein may be adjusted according to the particular scene or video sequence which is analyzed. That is, some types of video sequences, such as action movies, may be characterized by more frequent and pronounced scene change activity. Moreover, specific lighting conditions may be associated with a particular video sequence, e.g., such as a horror film, where lighting levels may be relatively low throughout the sequence. In this case, the scene change detection thresholds can be adjusted accordingly.

Moreover, it may be desirable to analyze only a portion of a video picture to determine a scene change, or different portions may be analyzed using different thresholds. For instance, in a video sequence of a landscape scene with a relatively dark earth at the bottom part of the picture and a relatively bright sky at the top part of the picture, a more sensitive scene change threshold may be used for the bottom part of the picture. Similarly, different sized blocks may be used in different regions of a picture. For instance, when motion is more prevalent toward the middle of a picture than toward the edges, larger block sizes may be used in the middle of the picture.

## Claims

1. A method for detecting a scene change between a prior video picture and a current video picture, comprising the steps of:

determining average luminance values of a block pair of said prior and current video pictures; and  
determining an incremental visual sensation value using a difference between said average luminance values;  
wherein:  
if said incremental visual sensation value exceeds a block contrast threshold level, a scene change is indicated.

2. The method of claim 1, wherein said block contrast threshold level is approximately fifteen to approximately twenty-five times a Weber fraction constant.

3. The method of claim 1 or 2, wherein said blocks of said block pair are located, respectively, in the same relative position in said prior and current pictures.

4. The method of one of the preceding claims, comprising the further step of:

determining a minimum of said average luminance values of said current and prior picture blocks, wherein:

if said minimum exceeds a dark scene threshold, said incremental visual sensation value is determined using the ratio of (a) the absolute value of said difference, and (b) said minimum;  
else, said incremental visual sensation value is determined using the ratio of (a) the absolute value of said difference, and (b) said dark scene threshold.

5. The method of claim 4, wherein:

said dark scene threshold is approximately 10% of a maximum gray level.

6. The method of one of the preceding claims, wherein:

said difference between average luminance values is determined for a plurality of block pairs of said prior and current video pictures; and  
said incremental visual sensation value is determined for each of said block pairs using said differences;  
wherein:

if said incremental visual sensation value exceeds the block contrast threshold level for a threshold proportion of block pairs in said current and prior video pictures, a scene change is indicated.

7. The method of claim 6, wherein said threshold proportion is approximately 80% to approximately 90%.

8. The method of one of the preceding claims, comprising the further step of:

determining a relative amount of motion between said blocks of said block pair; and  
adjusting a size of said blocks based on said relative amount of motion.

9. The method of claim 8, wherein the size of said blocks is increased as said relative amount of motion increases.

10. The method of claim 8, wherein said step of determining a relative amount of motion comprises the further steps of:

determining a sum of the absolute value of a horizontal motion vector and the absolute value of a vertical motion vector;

wherein said horizontal and vertical motion vectors are indicative of horizontal and vertical motion, respectively, of a video image of said current picture block relative to a video image of said prior picture block; and

determining if said sum exceeds a motion threshold.

11. The method of claim 10, wherein:

said motion threshold is adjusted according to a picture type of said current picture.

12. An apparatus for detecting a scene change between a prior video picture and a current video picture, comprising:

means for determining average luminance values of a block pair of said prior and current video pictures; and  
means for determining an incremental visual sensation value using a difference between said average luminance values; wherein:

if said incremental visual sensation value exceeds a block contrast threshold level, a scene change is indicated.

13. The apparatus of claim 12, wherein said block contrast threshold level is approximately fifteen to approximately twenty-five times a Weber fraction constant.

14. The apparatus of claim 12 or 13, further comprising:

means for determining a minimum of said average luminance values of said current and prior picture blocks, wherein:

if said minimum exceeds a dark scene threshold, said incremental visual sensation value is determined using the ratio of (a) the absolute value of said difference, and (b) said minimum;

else, said incremental visual sensation value is determined using the ratio of (a) the absolute value of said difference, and (b) said dark scene threshold.

15. The apparatus of one of claims 12 to 14, further comprising:

means for determining said difference between average luminance values for a plurality of block pairs of said prior and current video pictures; and

means for determining said incremental visual sensation value for each of said block pairs using said differences; wherein:

if said incremental visual sensation value exceeds the block contrast threshold level for a threshold proportion of block pairs in said current and prior video pictures, a scene change is indicated.

16. The apparatus of claim 15, wherein said threshold proportion is approximately 80% to approximately 90%.

17. The apparatus of one of claims 12 to 16, further comprising:

means for determining a relative amount of motion between said blocks of said block pair; and  
means for adjusting a size of said blocks based on said relative amount of motion.

18. The apparatus of claim 17, further comprising:

means for increasing the size of said blocks as said relative amount of motion increases.

19. The apparatus of claim 17, wherein said means for determining a relative amount of motion further comprises:

means for determining a sum of the absolute value of a horizontal motion vector and the absolute value of a vertical motion vector;

wherein said horizontal and vertical motion vectors are indicative of horizontal and vertical motion, respectively, of a video image of said current picture block relative to a video image of said prior picture block; and

means for determining if said sum exceeds a motion threshold.

20. The apparatus of claim 19, further comprising:

means for adjusting said motion threshold according to a picture type of said current picture.

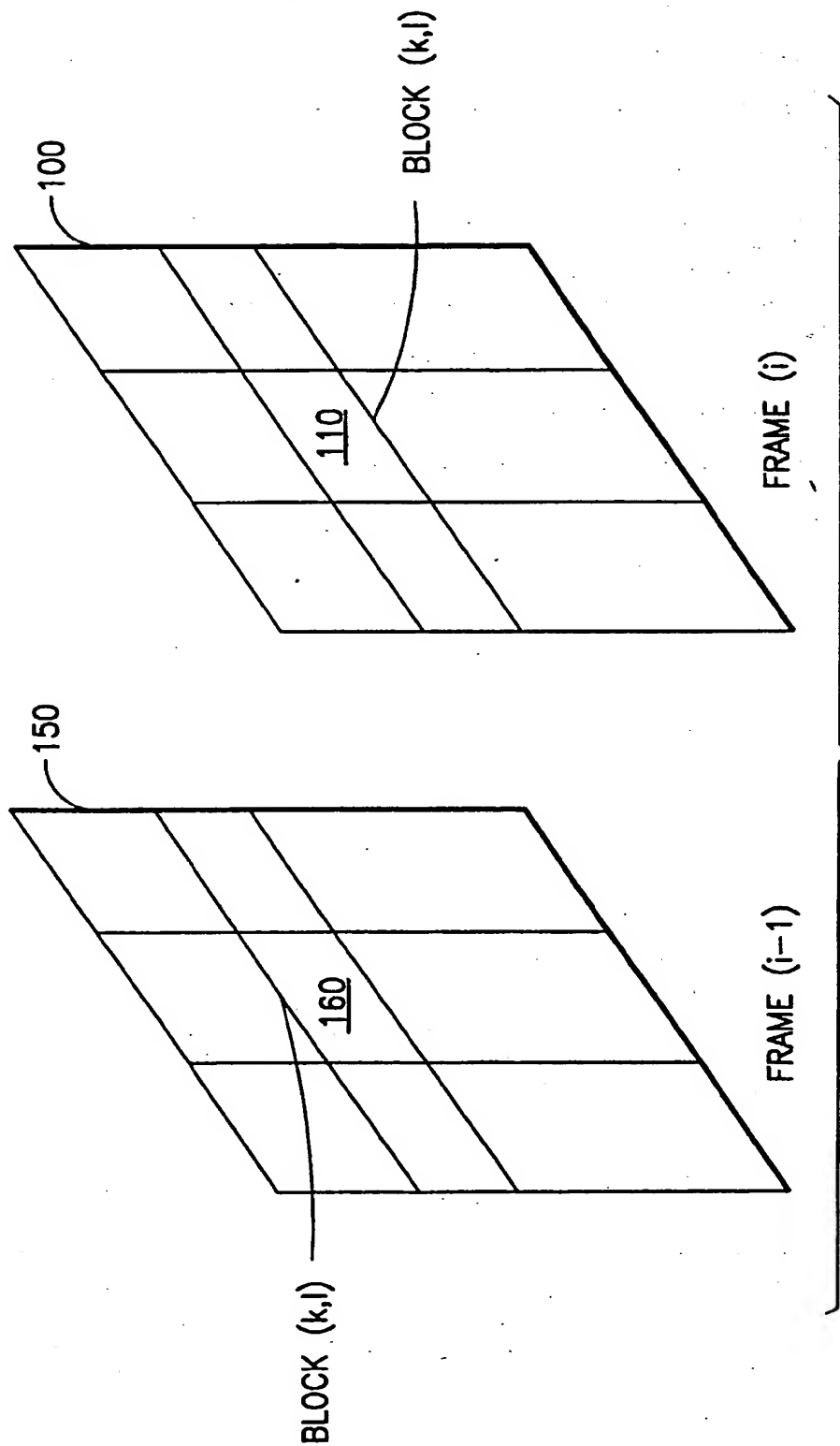


FIG. 1

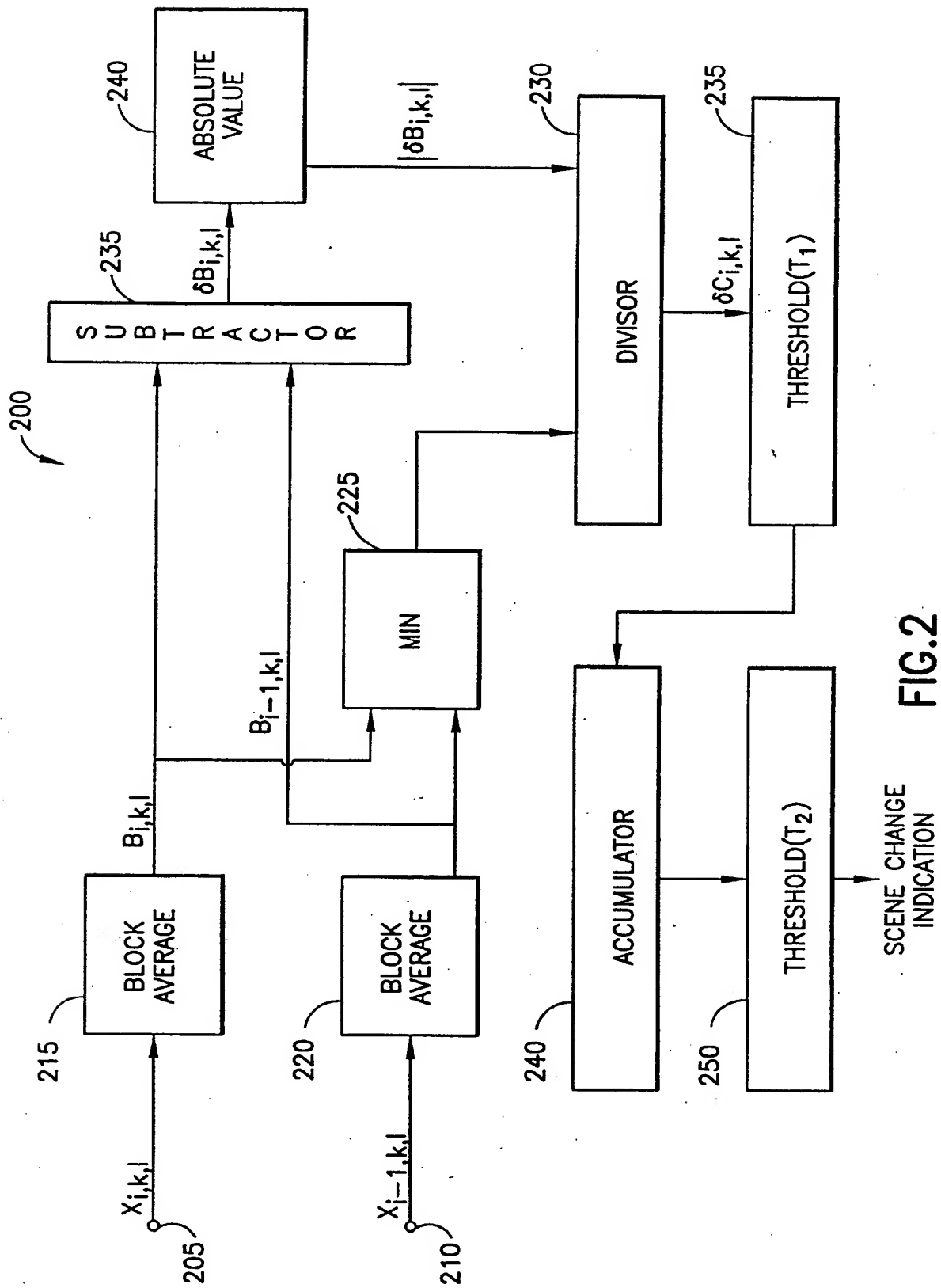


FIG. 2



(19)



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### (54) Scene change detector for digital video

(57) In a method for detecting a scene change between a prior video picture and a current video picture of a sequence of pictures, an average luminance value is determined for a block pair of the prior and current video pictures. Preferably, the blocks of the block pair are located, respectively, in the same relative position in the prior and current pictures. An incremental visual sensation value is determined using a difference between the average luminance values. If the incremental visual sensation value exceeds a block contrast threshold level, a scene change is indicated. In particular, if the minimum of the average luminance values of

the current and prior picture blocks exceeds a dark scene threshold, the incremental visual sensation value is determined using the ratio of (a) the absolute value of the difference between the average luminance values, and (b) the minimum of the average luminance values of the current and prior picture blocks. Otherwise, the incremental visual sensation value is determined using the ratio of (a) the absolute value of the difference, and (b) the dark scene threshold. The method may be optimized by adjusting the block size based on the relative amount of motion and the current picture type.

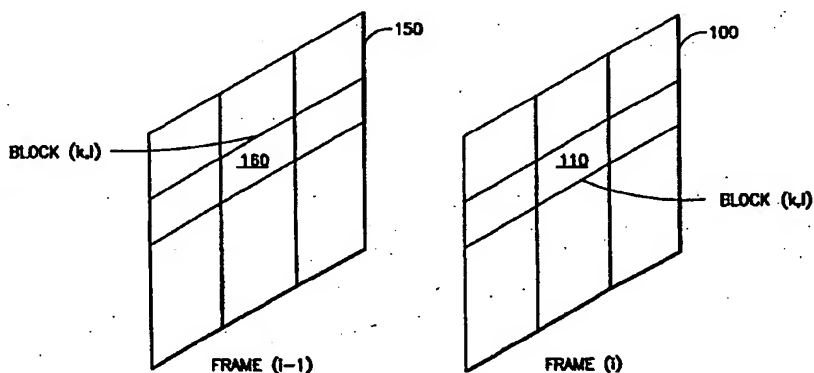


FIG.1

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# EUROPEAN SEARCH REPORT

Application Number  
EP 97 11 6200

DOCUMENTS CONSIDERED TO BE RELEVANT			
Category	Citation of document with indication, where appropriate, of relevant passages	Relevant to claim	CLASSIFICATION OF THE APPLICATION (Int.Cl.6)
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A	EP 0 528 105 A (PIONEER ELECTRONIC CORP) 24 February 1993 * column 2, line 33 - column 3, line 18 * * column 9, line 15 - column 12, line 56; figure 6 *	1,12	
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The present search report has been drawn up for all claims			
Place of search <b>THE HAGUE</b>		Date of completion of the search <b>21 May 1999</b>	Examiner <b>Fuchs, P</b>
<p><b>CATEGORY OF CITED DOCUMENTS</b></p> <p>X : particularly relevant if taken alone Y : particularly relevant if combined with another document of the same category A : technological background O : non-written disclosure P : intermediate document</p> <p>T : theory or principle underlying the invention E : earlier patent document, but published on, or after the filing date D : document cited in the application L : document cited for other reasons &amp; : member of the same patent family, corresponding document</p>			

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**ANNEX TO THE EUROPEAN SEARCH REPORT  
ON EUROPEAN PATENT APPLICATION NO.**

EP 97 11 6200

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21-05-1999

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